

THE RICHARD MINES

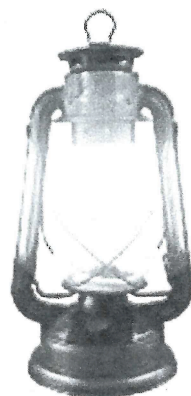
FOREST 0/100
WELCOME TO THE RICHARD MINES
AUTHOR: EVAN WRIGHT
VERSION 1.0, 2017
FOREST
THIS IS A FOREST WHICH EXTENDS IN ALL
DIRECTIONS. THE TERRAIN RISES SLIGHTLY
NORTHWARD.
>N
FOREST
THIS IS A DENSE FOREST WHICH EXTENDS IN
ALL DIRECTIONS. TOWARDS THE NORTH, THE
VEGETATION APPEARS TO THIN.

SPOILER ALERT

The Richard Mines is an 1980s style, text-based adventure game. If you are still afraid of magnets and think graphics are a fad that won't catch on, this may be the game for you.

FEATURES

- ✓ No distracting graphics
- ✓ Lots of interconnected rooms
- ✓ Decent four word parser
- ✓ Puzzles
- ✓ Hints in case you're not Woz
- ✓ No irritating mazes!



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THE RICHARD MINES

A TEXT ADVENTURE FOR THE APPLE II

Czechoslovakia, 1949: Though World War Two is over, rumors of underground factories filled with looted treasure persist. No one has ever found one though...until now.

Enter a command

>

Hints

In case you get stuck, here are some hints. The answers have been encoded using rot-13 so you don't see something you don't want to.

Here's a table to help you do the translation.

13													
	A	B	C	D	E	F	G	H	I	J	K	L	M
ROT13	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕
	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

How do I get past the barbed wire fence?

Chfu gerr

How do I open the door to the office?

Lbh arrq gb trg gur cncrepyvc fb lbh pna cvpx gur ybpx. Lbh pna rvгур 'syhfu gbvyrg' be 'gnxr thax' gb qb guvf. Tb abegu, gura ragre 'cvpx ybpx'.

How do I unflood the tunnel?

Tb gb gur Znpuvarel Ebbz. Bcra gur obk, gura chg gur pbva va gur erprff. Znxr fher lbh ner jrnevat gur tybif.

How do I get past the bees?

Qebc gur yrnirf ng gur onfr bs gur funsg. Ohea gurz jvgu gur yvtugre.

How do I open the crate?

Qebc vg sebz gur gbc bs gur funsg.

Development

This game was created using a Windows based cross-platform development system I wrote in C# and various assembly languages because...well...it seemed like a good idea at the time. If you are interested in using it, I can be contacted at evancwright@yahoo.com. You can also find me on the Facebook groups related to vintage computing.

Special thanks to...

the Glenside Color Computer Club for hosting CoCoFest and Jason Timmons for running VCF MW. Thanks also to Tom, the KFest schedule master for letting me present...the 'Fests' make great development deadlines. Thanks also to Ted Saari for the Apple //c (can't test without the real hardware!) Also, thanks to Dan Sommerfield for all the BASIC help when we were kids.

This game is dedicated to Chris Baldwin, my middle school computer teacher at the Foote School in New Haven, CT. Thanks for putting me on the road to so much creative fun.